

# Erik Ebeling



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## BIO

Erik Ebeling is from Overland Park, Kansas. He studied at the Lorenzo de Medici Institute of Art in Florence, Italy, and graduated in 2005 from Drake University with a BFA in graphic design and a concentration in painting. After working as a senior graphic designer for Disney Interactive for several years, he shifted his attention back to sculpture, his lifelong interest.

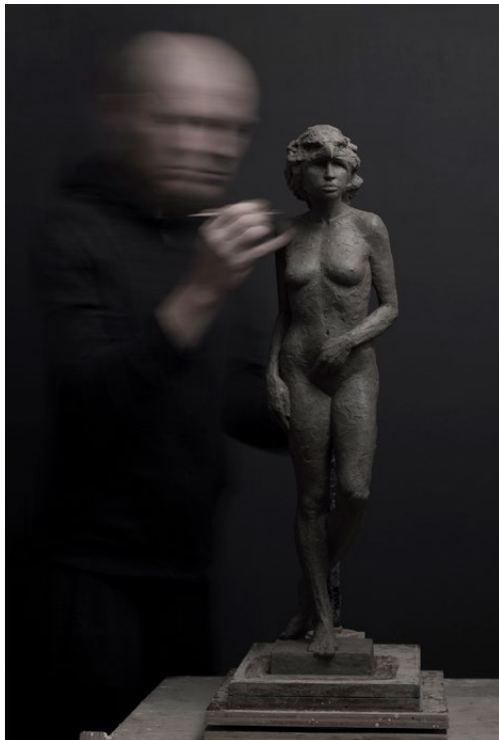
Sculpting in water-based clay, he works in his home studio in Portland, Oregon. He embraces the full process of sculpture, executing each phase himself, from initial drawings and small maquettes to molding and final casting.

## STATEMENT

In my current work I'm exploring mythological figures and creatures, both ancient and contemporary, depicting them not as heroes in action but as observers in enigmatic, meditative moments. This allows the viewer an open avenue to contextualize and interpret the mood and atmosphere created by the physical presence of the figure, without the burden of an overly prominent narrative. In creating these solitary figures, I'm pursuing a kind of nebulous and elusive beauty.

I'm interested in the way light interacts with the textured surface, the way a form can feel rough while still giving the impression of a highly modeled figure. I believe sculpture should be designed to be visually compelling from all angles and distances; as the viewer enters the space occupied by the piece, the ambiguous attitude and disposition of the portrait impels further contemplation of feeling, meaning and metaphor. If you're into that sort of thing.

Overall, I'm attempting to achieve an effect that is simultaneously ancient and modern; fragmented like the classical marbles, while still contemporary, with gestural textures and modern materials.



There is a massively wide spectrum of approaches to artmaking, but I've always felt that this quote by Odd Nerdrum perfectly encapsulates the way I view my process:

First I win the effect.

Then I win the likeness, but lose the effect.

After a long time I win something I can't define.

- Odd Nerdrum

## RECENT RECOGNITION

- Finalist - 16th ARC Salon
- Finalist - National Sculpture Society, 90th Annual Awards Exhibition
- Society Prize Commendation - Society of Portrait Sculptors FACE2021, 57th Exhibition
- Finalist - Salmagundi Club Library Portrait Competition
- Selected - London Art Biennale, 2021
- Finalist - 2020 Beautiful Bizarre Art Prize, Yasha Young Projects Sculpture Award

